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(54) **BIFURCATION OF SHARED CONTROLS  
AND PASSING CONTROLS IN A VIDEO  
GAME**

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(57) **ABSTRACT**

A method is provided, including the following operations: executing a video game by a cloud gaming computer; streaming video generated from the executing video game over a network to a primary client device; streaming the video over the network from the primary client device to one or more secondary client devices; receiving, over the network by an input aggregation server, input data from the secondary client devices; sending, over the network by the input aggregation server, the input data from the secondary client devices to the primary client device, the primary client device being configured to generate combined input data by combining the input data from the secondary client devices with input data generated at the primary client device; receiving, over the network by the cloud gaming computer, the combined input data; applying, by the cloud gaming computer, the combined input data to drive the execution of the video game.

